



Oricom P700 Series

1.8GHz DECT Cordless phone

Keep this user guide for future reference.

WARNING

DO NOT USE STANDARD/ALKALINE BATTERIES IN THIS PRODUCT, AS THERE IS A RISK OF EXPLOSION AND/OR INJURY. USE ONLY Ni-MH RECHARGEABLE BATTERIES AS SPECIFIED IN THIS USER GUIDE. CONTACT ORICOM FOR REPLACEMENT BATTERIES

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This telephone is not designed for making emergency telephone calls when the power fails. Make alternative arrangements for access to emergency services.

SAFETY INFORMATION

Read the safety instructions before first use of this phone.

- Use only the batteries supplied with this telephone.
- Do not use any mains adapter other than the one provided otherwise you may permanently damage your phone.
- Do not use the phone in damp humid conditions such as a bathroom. Do not expose the phone or batteries to water or fire.
- Do not dispose of used batteries with household waste or by burning.
- Do not use the handset in an explosive hazard area.
- To prevent electric shock, never try to open the base or handset enclosure.
- Avoid metallic contact (e.g. metal clips, keys) between the battery contacts and charging conductors.
- There is a slight chance that your phone could be damaged by an electrical storm. It is recommended that you unplug your phone from the mains supply and telephone socket during a storm.

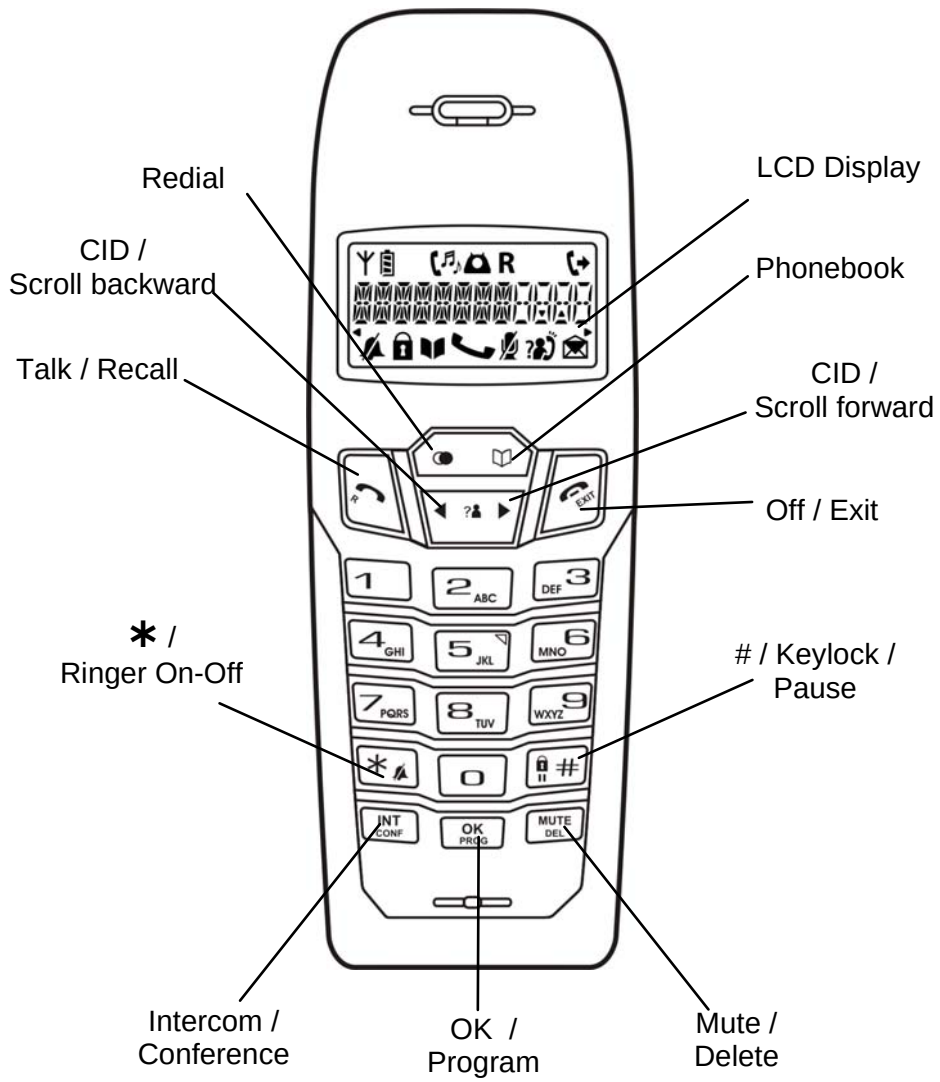
Because the phone works by sending radio signals between base station and handset, wearers of hearing aids may experience interference in the form of a humming noise.

We advise that this phone should not be used near intensive care medical equipment or by persons with pacemakers.

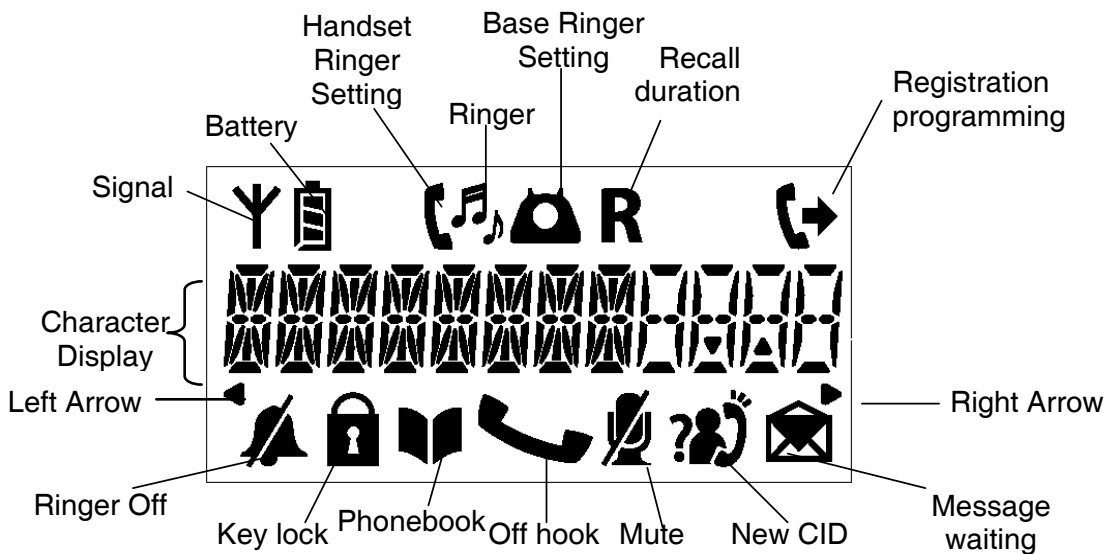
Your phone can interfere with electrical equipment such as answering machines, TV and radio sets, clock radios and computers if placed too close. It is recommended that you position the base unit at least one meter from such appliances.

GETTING STARTED

Key Layout



LCD display on the handset



The handset is linked to the base



Displays the current battery level. It scrolls during charging.



Appear together with either handset or base ringer setting.



Use to set the handset ringer.



Use to set the base ringer.



Use to set the recall duration.



Use to register the handset.



There are more digits on the left



There are more digits on the right



The ringer is turned off



The keypad is locked.



Phonebook records are being reviewed



The phone is in use. It blinks during ringing.



The call is muted



There is a new CID record or CID records are being reviewed



The CID being reviewed is a new call



There is a new message

Basic steps to install

1. Connect the output plug of the mains adapter to the adapter socket on the back of the base unit and the mains adapter to the wall mains supply.
2. Connect the telephone lead to the phone cord socket on the back of the base unit and to the wall phone socket.
3. Remove the battery door on the handset by pressing the catch between the charging connectors and lift.
4. Insert 2 x AAA rechargeable batteries, observing their polarities, into the battery compartment.
5. Replace the battery door firmly into place.
6. Place the handset on the base unit and let the batteries charge for a full 14 hours before using.

CAUTION

Use only the mains adapter supplied with this telephone. Incorrect adapter polarity or voltage can seriously damage the unit.

Main Adaptor:

Input: 230 VAC 50 Hz

Output: 9VDC 500 mA

Charger Adaptor:

Input: 240 VAC 50 Hz

Output: 6 VDC 150 mA

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NiMH batteries must be disposed of in accordance with applicable waste disposal regulations.

Charging the handset

An empty battery icon  indicates the batteries need recharging. Place the handset on the base cradle to recharge the batteries. You should hear a parking tone (double beep) when handset is put on the charging cradle. The handset battery icon  scrolls during charging. Handset may take some time to power up and it may get warm during initial charge. This is normal. A handset reaching a very low battery voltage level will go into sleep mode, displaying **LOW BATT** on the screen.

Get into the habit of putting the handset on the base unit to charge when it is not in use to ensure the handset is always fully charged.

BASIC OPERATIONS

During standby



When the phone is in standby, the LCD displays the handset label. The handset number related to the connected base will also be displayed right justified. The battery icon reflects the current battery level and the signal icon indicates the handset is linked to the base.

Answering an incoming external call



When there is an incoming call, the phone rings and  flashes. If a CID record is received, the caller information is displayed.

 turns on if the phone number contains more than 12 digits. In this case, only the last 12 digits are displayed.

If you press  when the phone is ringing, the handset ringer will be turned off for this incoming call.

1. Press  to answer the call.  turns on.
2. Call timer is displayed 10 seconds after the call is connected
3. Press  or place the handset on the base cradle to disconnect.

Making an external call

Your phone allows you to dial out a phone number in various ways.

Normal dialling

1. Press  and wait for the dial tone.
2. Use the number pad to dial the phone number. The display shows the digits as you enter them.
3. When you enter more than 12 digits,  turns on. In this case, you only see the last 12 digits on the screen.

Predialling

Pre-dial allows you to enter a telephone number and verify it on the screen before you place the call. The screen displays the last 12 digits dialled but you can enter up to 20 digits.

1. Enter the phone number.
2. To enter a pause, press and hold . A pause is displayed as "P".
3. When you enter more than 12 digits,  turns on. If you attempt to enter more than 20 digits, you'll hear a reject tone.
4. If you make a mistake, press **DEL** to erase one digit at a time. Or you can press **EXIT** to clear the entire number and return the phone to standby.
5. Press  to dial out the number.

Dialling from a phonebook record

1. Press  during standby.  in the display turns on.
2. Press    to search for the record that you would like to dial. Or you can use the number keys to jump directly to the record starting with the corresponding letters of that key.
3. Press **OK** repeatedly will show the name and number of the record accordingly.
4. Press  to dial out the number.

Redialling the last dialled number

1. Press . The last number dialled is displayed.
2.  turns on when the number contains more than 12 digits. Press **OK** to view the off-page digits.
3. Press  to dial out the number.

During an external call

Call timer



The call timer will be displayed a short while after your call is connected. It shows the duration of the call. This timer is shown in minutes and seconds (MM-SS) in the first hour. After that, it will be shown in hours and minutes (HH-MM) with the “-” blinking to indicate the seconds. When you end a call, the timer will be displayed for 5 more seconds before the screen returns to the handset label.

Adjusting the volume

Press    to adjust the receiver volume. The display shows the volume level of high “ooo”, medium “oo” or low “o”.

Muting the call

1. Press **MUTE** to mute the call.  turns on. The caller would not be able to hear you but you would still be able to hear the caller.
2. Press **MUTE** again to unmute the call.

Chain dialling

You can dial out numbers from the phonebook even after you have seized the phone line. And there is no limit to the number of times chain dialling is accessed.

1. Press .  turns on.
2. Press    to scroll through the phonebook records. Or you can use the number keys to jump directly to the record starting with the corresponding letters of that key. If you decide to quit using chain dialling, simply press  to exit.
3. Press **OK** to dial out the number.

Receiving a second call

If you have subscribed to the service of CID on Call Waiting, the telephone will show the phone number of another incoming call while you are talking on the phone.

1. Press **R** to put the current call on hold and talk with the second caller.
 2. Subsequent presses of **R** will toggle you between these 2 callers.
- Caller information of this second call will be stored in the call log.

CALLER ID

If you subscribe to the Caller ID service, your phone automatically stores the last 10 incoming calls. Each record holds up to 20 digits.

When the phone rings and caller information is received, the display will show the first 8 characters of the caller's name. If name is not available, the last 12 digits of the number will be displayed. If there is an identical phone number stored in the phonebook, that phonebook name will be displayed instead of the CID name.

Reviewing CID records

1. Press    when the phone is in standby. If the call log is not empty,  turns on and the caller name of the most recent CID record is displayed.
2. Press **OK** to view the number.
3. Press **OK** again to see the date / time when the call was received.
4. Whether you are viewing the name, number or date/time, pressing   will display the next older record and   the next newer record.

When  turns on, it means that received number is a new number.

Call back from a CID record

While you are viewing a CID record, you can return the call provided that it contains a valid phone number by pressing .

Saving a CID record to phonebook

You can save a CID record into the phonebook provided that it contains a valid phone number and the phonebook is not full.

While you are viewing the CID record that you would like to save,

1. Press  .
2. If there is caller name in the CID record, the first 8 characters are displayed for you to edit. If no caller name is available, you will be prompted to enter a name.
3. Press **OK** to save the name. You will not be able to save it if this name already exists in the phonebook. Edit the name and try again.
4. Edit the number if necessary and press **OK** to save it.

The record is now save into the phonebook. The original CID record in the call list will now show the new name that you have entered.

Deleting a CID record

While you are reviewing the CID record that you would like to delete,

1. Press **DEL** .
2. Press **OK** to confirm.

Deleting the entire call log

While you are viewing any CID record,

1. Press and hold **DEL** until you are prompted to confirm the action.
2. Press **OK** .

The call log is now empty.

LAST NUMBER DIALLED

Viewing the last number dialled

Your phone stores the last external numbers dialled, up to 20 digits.

1. Press  during standby. The last number dialled, if any, is displayed.
2. If a redial number matches a phonebook record, the phonebook name will be displayed instead. Press **OK** to view the number.
3.  turns on when the number consists of more than 12 digits. You can press **OK** to view the off page digits.

Storing a previously dialled number into phonebook

While you are reviewing a previously dialled number that you would like to save,

1. Press  .
2. Use the number keys to enter the name. If you make a mistake, use

DEL to do the editing. A name can contain up to 8 characters.

If there's already a phonebook record matching the number, that phonebook name will appear and you can edit it.

3. Press **OK** to save the name. You will not be able to save it if this name already exists in the phonebook. Edit the name and try again.
4. Edit the number if necessary and press **OK** to save it.

You have saved the number as a phonebook record. This record in the redial list will now show the name that you have assigned to this number.

Deleting a previously dialled number

While you are viewing a previously dialled number, you can delete it by

1. Press **DEL**.
2. Press **OK** to confirm.

USING THE PHONEBOOK

Your phone can store up to 10 phonebook records. Each record can hold up to 8 characters for name, and up to 20 digits for phone number.

A record may contain no name but when it does, the name is unique.

At any time during phonebook programming, you can press **EXIT** to quit the programming or cancel the confirmation.

Adding phonebook records

1. During standby mode, enter the phone number for the new record. A phone number can contain up to 20 digits.
2. Press  and you are prompted to enter the name for this record.
3. Use the number keys to enter the name. If you make a mistake, use **DEL** to do the editing. A name can contain up to 8 characters.
4. Press **OK** to confirm the name. You will be alerted to edit the name if it is a duplicated name in the existing phonebook records.
5. You are now prompted with the phone number that you just entered. Edit the number if necessary.
6. Press **OK** to save the number.

The phonebook record is now successfully stored. Repeat steps 1 to 6 to add another record.

How to enter names

The number buttons are also inscribed with letters for entering the name. By repeatedly pressing the appropriate button, upper case letters as well as numbers and special characters can be entered.

KEY	1x	2x	3x	4x	5x
1	Space	1			
2ABC	A	B	C	2	
3DEF	D	E	F	3	
4GHI	G	H	I	4	
5JKL	J	K	L	5	
6MNO	M	N	O	6	
7PQRS	P	Q	R	S	7
8TUV	T	U	V	8	
9WXYZ	W	X	Y	Z	9
0	0				
*					
#					

Editing phonebook records

1. During standby mode, press .
 2. Press    to search for the record that you would like to edit.
Or you can use the number keys to jump directly to the record starting with the corresponding letters of that key.
 3. Press  to select the record and edit the name.
 4. Press **DEL** to delete a character / number.
 5. Press **OK** to confirm name change and edit the number.
 6. Press **OK** to confirm number change.
- Repeat steps 1 to 6 to edit another record.

Deleting a phonebook record

1. During standby mode, press .
2. Press    to search for the record that you would like to delete.
Or you can use the number keys to jump directly to the record starting with the corresponding letters of that key.
3. Press **OK** repeatedly to view the rest of the record information.
4. Press **DEL** to delete.

5. Press **OK** to confirm.
Repeat steps 1 to 5 to delete another record.

Deleting the entire phonebook

1. While reviewing the phonebook, press and hold **DEL**.
2. Press **OK** when prompted to confirm the action.

The phonebook is now empty.

PROGRAMMING THE PHONE

Press **PROG** during standby to enter program mode. All programming icons will appear in order with the first icon on the left flashing. You can then press    to select the item you would like to program.

During programming, you can press  to go back to program mode or cancel the confirmation. Press and hold  at any time to exit the program mode and return to standby.

Handset ringer melody & volume

1. Press **PROG** during standby and you will see  flashing.
2. Press **OK** to select.
3. Press    to listen to and select from the 5 melodies.
4. Press **OK** to confirm your selection and you will be prompted to volume Setting.
5. Press    to listen to and select from the different volume levels.
6. Press **OK** to confirm your selection.  will turn on if the handset ringer is turned off.

Base ringer melody & volume

1. Press **PROG** during standby and press   or   until you see   flashing.

2. Press **OK** to select.
3. Press ◀ ?👤 ▶ to listen to and select from the 5 melodies.
4. Press **OK** to confirm your selection and you will be prompted to volume Setting.
5. Press ◀ ?👤 ▶ to listen to and select from the different volume levels.
6. Press **OK** to confirm your selection.

You have the option to turn off the base ringer.

You cannot program the base ringer if the handset has lost link with the base. **UNAVAIL** will be displayed. Re-establish the link and try again.

Recall duration

When you are talking on the phone, pressing **R** will send a flash signal. There are 2 factory programmed recall timings for you to choose from. Check with your local telephone company if you are not sure which duration to set and the functions performed with the flash signal.

1. Press **PROG** during standby and press ◀ ?👤 ▶ until you see **R** flashing.
2. Press **OK** to select. The current duration is now displayed.
3. Press **1** or **2** directly or press ◀ ?👤 ▶ to select.
4. Press **OK** to confirm.

Register

Each handset can register to one base at a time only. The current base will be deregistered when a new base is registered.

Each base can register up to 4 handsets.

1. Press **PROG** during standby and press ◀ ?👤 or ?👤 ▶ until you see 📞 icon flashing.
2. Press **OK** to select.
3. Before you enter the PIN, press and hold 🔊 on the base for 2 seconds until a registration tone is emitted. The base is now in the registration mode. (If the base is full and cannot take on any more handset, it will emit a reject tone instead. See the section of *Deregister* to delete a currently registered handset.)
4. Enter the PIN of the base and press **OK**.

You will hear a confirmation tone if the registration is successful. The handset label and the handset number will be displayed. If the registration is not successful, you will see **NOT REG** on the handset. Follow the procedure and try again.

Deregister

A handset can deregister another handset registered to the same base. It cannot deregister itself.

1. Press **PROG** during standby follow by the 9 key.
2. Enter the handset number (i.e. HS#2) to delete. The LCD will display 9-2.
3. Press **OK** and then
4. Enter the PIN
5. Press **OK** to confirm.

PIN code

A PIN is required for registration and deregistration. The ex-factory PIN is 0000 but you can change this code.

1. Press **PROG** during standby follow by the 8 key.
2. Enter the current PIN and press **OK**.
3. Enter the new PIN. It can contain from 0 up to 8 digits. Press **OK**.
4. Repeat the new PIN and press **OK** to confirm the new code. You will hear a confirmation tone if it is successful, or a reject tone if the same PIN is not entered.

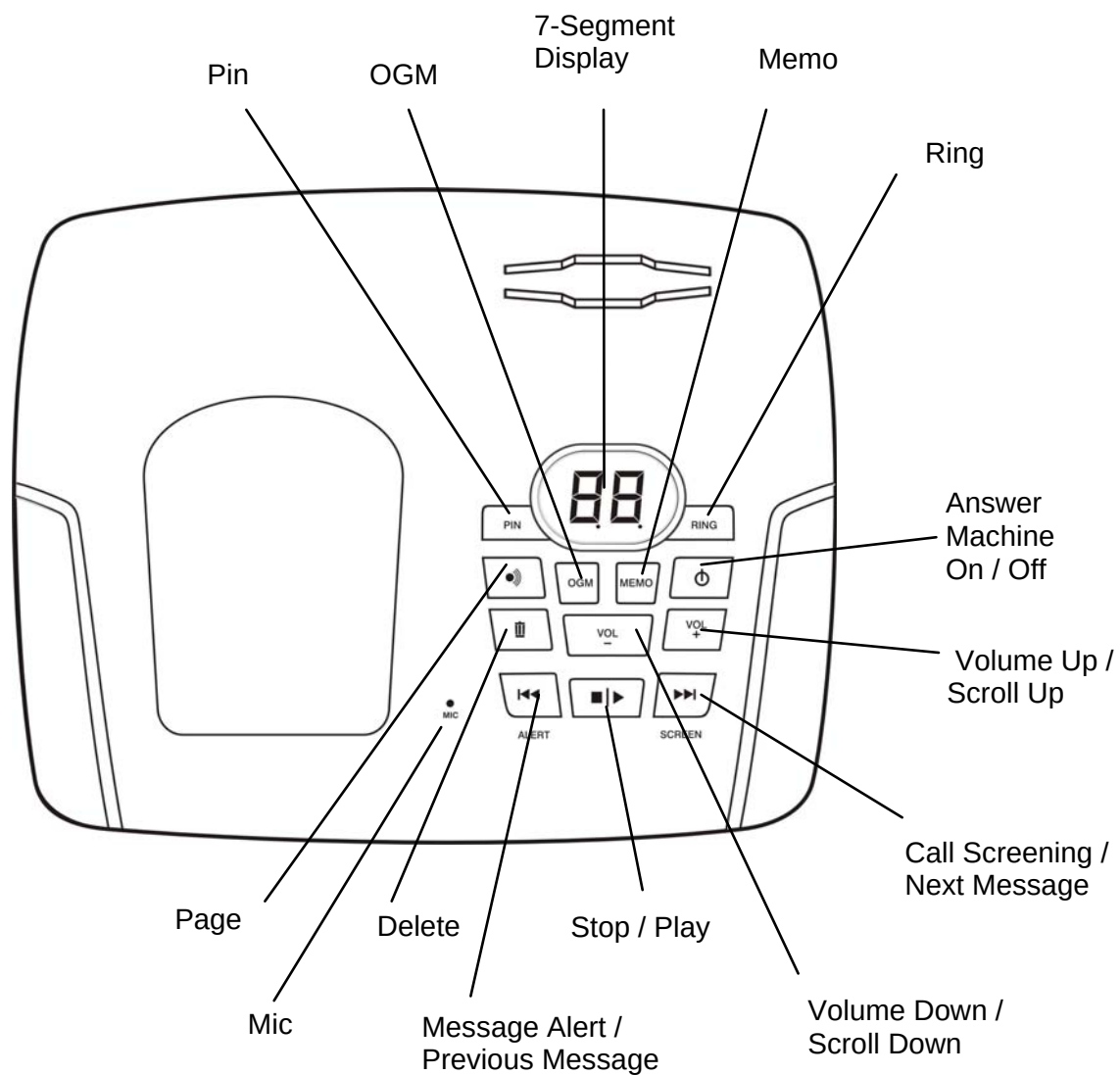
Reset

If you reset the phone, all the settings will return to the factory default settings.

1. Press **PROG** during standby. Then press and hold **DEL** until **RESET** is displayed.
2. Press **OK** to confirm the action.

You cannot reset the phone if the handset has lost link with the base. **UNAVAIL** will be displayed. Re-establish the link and try again.

DIGITAL ANSWERING MACHINE



Display

There is a display on the answering machine and the following table describes what they mean.

Display	Meaning
FU	Memory is full. No new messages can be recorded.
-A	The answer machine is being accessed from an external touch tone phone.
OG	OGM
\$\$	Memo
r2	2 rings
r3	3 rings
r4	4 rings
r5	5 rings
r6	6 rings
r7	7 rings
tS	Time saver
dL	Delete
On	The answering machine is on.
OF	The answering machine is off.
- -	The answer machine is busy.

Getting started

This answering machine is ready to use within a few seconds from power up.

This answering machine contains a 7-segment LCD for displaying notification and confirmation messages.

Turning the answering machine on/off

NOTE: Turning the answering machine on/off does not affect the functionality of normal phone operations, such as making outgoing calls or receiving incoming calls.

To turn the answering machine on/off,

1. Press  during standby mode. The 7-segment LCD displays **On** if the answering machine is activated or **Of** if the answering machine is deactivated.

The 7-segment LCD will be on when the answering machine is turned on.

When the answering machine is on, it will answer the call after a certain number of rings depending on the ring delay setting (See page 25 for adjusting the ring delay setting). After answering the call, the answering machine will play the outgoing message (OGM) and record an incoming message (ICM) if any.

When the answering machine is off, it will not answer the incoming calls. However, if the incoming call continues to ring, it will pick up the call after **16** rings for the caller to enter the security PIN for remote access. If the caller does not enter the security PIN in 8 seconds, the call will be dropped. If you want to turn on the answering machine now, press 8 during remote access.

NOTE: The answering machine can only record an incoming message when there is enough memory. Memory is full when there are already 60 messages recorded or the recorded messages have taken up all the memory available. When memory is full, the 7-segment LCD will blink the symbol **FU**.

Outgoing messages (OGM)

The answering machine announces the OGM when it answers the call. There is a default OGM. You can also record your own OGM.

The default OGM is:

“Hello, your call cannot be taken at the moment, so please leave your message after the tone.”

When you record your own OGM, it will be used when the answering machine answers the call. If your own OGM is deleted, the default OGM will be restored automatically.

When memory is full, no incoming message will be recorded. The answering machine will announce the following outgoing message (OGM) and release the line.

“Hello, we’re sorry your call cannot be taken at the moment, and you cannot leave a message, so please call later.”

Recording an OGM

The maximum recording time is 40 seconds. You do not need to delete your previously recorded OGM to record a new one. Once you record a new OGM, the old one will be overwritten.

To record an OGM:

1. Press  for 2 seconds. The answering machine emits a short beep for recording.
 2. Speak into the microphone of the base station after the beep.
 3. Press  to stop recording or recording will stop after 40 seconds.
- The recorded message will play back automatically for review.

NOTE: If you are not satisfied with the recorded OGM, repeat from step 1 to step 3 and the old OGM will be overwritten. You can also restore the default OGM by deleting the OGM you have recorded.

Listening to the current OGM

1. Press  .
2. Press  to stop OGM playback or it will stop when the OGM is finished.

Deleting an OGM

1. Press  while listening to the OGM. This will restore the default OGM.

NOTE: The default OGM cannot be deleted.

The answering machine can record up to 60 messages. A message can be up to 2 minutes long.

When a new message is saved, the 7-segment LCD will blink the number of new messages being stored in the answering machine. During ICM

recording, if the call is answered by a registered handset or a parallel phone, the recording will stop.

Playing ICM

ICM will be played back in the sequence they were recorded. A beep will be emitted at the end of each ICM.

To playback ICM,

1. Press . The oldest message will begin playing.

NOTE: If you have new unheard messages, all new messages will be played during ICM playback. If there are no new messages, all old messages will be played during ICM playback.

During message playback, you can:

1. Press  to skip the current message and play the next message.
2. Press  during the 1st second of the current message playback to play the previous message.
3. Press  after the 1st second of the current message playback to play the current message from the beginning.
4. Press  to stop playback.

Deleting an ICM

To delete an ICM, during ICM playback,

1. Press  while listening to a message. The current message will be deleted.

NOTE: A deleted message cannot be recovered. Once  is pressed, the message will be permanently deleted.

Deleting all ICMs

To delete all ICMs, during standby,

1. Press  for 2 seconds. The answering machine emits 2 short beeps.
2. Press  again within 5 seconds to permanently delete all new or old messages or press  cancel deletion.

NOTE: Deleted messages cannot be recovered. The delete all function will delete any new (unheard) message(s).

Memo

Recording a memo

You can record one memo. The maximum recording time is 2 minutes. A second memo cannot be recorded when there is a memo. The old memo must be deleted first before recording a new memo.

To record memo:

1. Press  for 2 seconds. The answering machine emits a short beep for recording.
2. Speak into the microphone of the base station after the beep.
3. Press  to stop recording or recording will stop after 2 minutes.

The recorded memo will play back automatically for review.

Playing the memo

The recorded memo can be played back separately by pressing . The memo will also be played back together with the incoming messages (ICM).

1. Press  during standby.
2. Press  to stop playback or it will stop when the memo is finished.

Deleting the memo

1. Press  while listening to the memo. The memo will be deleted.

NOTE: Memo will also be deleted by deleting all function if it is already played back. (See the Section: Deleting All ICMs function)

Call screening

Call screening allows you to hear the caller before you pick up the call by turning on the answering machine's speaker during the recording of incoming messages.

To turn on/off call screening,

1. Press  during standby. The 7-segment LCD displays **On** if call screening is activated or **Of** if call screening is deactivated.

Message alert

Message alert gives you an indication that there is new message(s) saved in the answering machine by emitting a short beep periodically when there is new message(s).

To turn on/off message alert,

1. Press  during standby. The 7-segment LCD displays **On** if message alert is activated or **Of** if message alert is deactivated.

Volume adjustment

You can adjust the volume of call screening and message playback.

To adjust the volume, during standby or call screening or message playback,

1. Press  to increase the volume. Press  to decrease the volume.

Ring delay

You can set the number of times the answering machine would ring before it answers the call. This only applies when the answering machine is turned on.

The time saver option is useful when using the remote access feature.

When the time saver option is selected, the answering machine will ring four times if no new messages are recorded or two times if there is a new message.

To review the current ring delay setting,

1. Press **RING** during standby. The 7-segment LCD displays the current setting such as r 2 for 2 rings.

To change the ring delay setting,

1. Press **RING** for 2 seconds. The 7-segment LCD displays the current setting such as r 2 for 2 rings.
2. Use **VOL-** or **VOL+** to adjust the number of rings.
3. Press **RING** again to confirm. The 7-segment LCD displays the new setting.

Security PIN

A three-digit PIN is required for remote access. The factory preset code is "000". You can change it to a unique code of your own. This PIN code can be up to 3 digits long.

NOTE: The security PIN is different from the 4-digit PIN which is used for registering/de-registering your handset(s).

To review the Security PIN,

1. Press **PIN** during standby. The 7-segment LCD displays the current PIN digit by digit.

To change the Security PIN,

1. Press **PIN** for 2 seconds during standby.
2. Use **VOL-** or **VOL+** to change the first digit.
3. Press **PIN** to confirm the first digit.
4. Use **VOL-** or **VOL+** to change the second digit.
5. Press **PIN** to confirm the second digit.
6. Use **VOL-** or **VOL+** to change the third digit.
7. Press **PIN** to confirm the third digit. The 7-segment LCD displays the new PIN digit by digit.

Remote access

You can access your answering machine when you are away from home by using a touch tone phone.

NOTE: You need to enter the security PIN to access the answering machine remotely.

To access the answering machine remotely,

1. Make a call from an external phone to your answering machine.
2. When the answering machine answers the call and starts playing the OGM, press *.
3. Enter the Security PIN. You will hear a short beep if a correct PIN is entered. Remote access operation begins after the short beep.

NOTE: You have 3 attempts to enter the PIN. If the PIN entered was incorrect on the third time, the connection will be lost.

4. Press a key (see table below) anytime to carry out the desired function.

NOTE: If you are lost during remote access, press **5** to stop the current operation and start again.

NOTE: The connection will be lost if no key is pressed within 8 seconds from the last key pressed when it is idle.

The remote access function

<i>Function</i>	<i>Remote Access Key</i>
To play messages	Press 2
To play OGM	Press 6
To record OGM	Press 9
To play Memo	Press 4
To record Memo	Press 7
To stop	Press 5
To turn on the AM when the AM is off; To turn off the AM when the AM is on. * Pressing 8 will emit a single beep to indicate that the AM is being turned on or off respectively.	Press 8
To delete all messages	Press 0 Twice
During message playback,	
To play the previous message	At the beginning of the message, Press 1. During the message playback, Press 1 twice.
To repeat the current message	Press 2
To play the next message	Press 3
To stop the message play back	Press 5
To delete the current message	Press 0

OTHER FEATURES

Key lock

Press and hold  during standby to lock the keypad.  appears whenever keypad is locked.

When the keypad is locked, you can still answer an incoming call by pressing . During the call, the keypad functions as normal. When the call is ended, the keypad will be locked again.

To unlock the keypad, press any key and then press **OK** when you see **PRESS OK**.

Shortcut to turn handset ringer on/off

You can use this shortcut to turn on/off the handset ringer when the phone is in standby. Simply press and hold .  appears whenever the handset ringer is turned off.

Message waiting indication

If you have subscribed to the voicemail service from your telephone company,  turns on when you have a new message in your mailbox. After you've listened to all the new messages,  will turn off. You can also turn it off by pressing **EXIT** for 2 seconds during standby.

Paging the handsets

You can page or locate the handsets by pressing the  on the base. All handsets registered to the base will produce the paging tone for 30 seconds and the screen displays blinking "oooo".

You could stop the paging by pressing any key on each handset or pressing the  on the base again.

Out of range warning

When you are talking on the phone and you take the handset too far away from the base, you'll hear an alert tone through the receiver. You should

bring the handset back in range with the base. Failing to do so will result in the call being disconnected.

When the handset is too far away from the base during standby, you will see  flashing.

MULTI-HANDSET OPERATION

You are offered with these additional features if you have 2 or more handsets registered to the base.

Answering an internal call

When you receive an intercom call, your handset will ring with  blinking. You can see the calling handset number on the screen.

If you press  when the phone is ringing, the handset ringer will be turned off for this incoming internal call.

Press  to answer.

Making an internal call

When the phone is in standby,

1. Press  .  turns on and you'll hear an internal dialling tone.
2. Press the number of the handset that you want to call.

(Or you can press the handset number first, followed by  .)

You will hear a busy tone if the other handset is not available.

To end an internal call, press  or return the handset to the base cradle.

You will be alerted with short beeps if you receive an external call during your intercom. Caller information will be displayed if it is available. You need to end the intercom first before you can answer the external call.

During an external call

Inquiry call

1. Press  to put the external line on hold.
2. Press the handset number that you want to call.



3. After the other handset has answered, you can press repeatedly to switch between the external line and the intercom.

If the other handset does not answer, press  again to cancel the attempt and return to the external line.

Call transfer

While you are in an inquiry call with the other handset, press  or return the handset to the base cradle. The call has now been transferred.

Conference call

While you are in an inquiry call with the other handset, press and hold  to set up a conference call between the external line and the 2 handsets. During the conference call, pressing  will put the external line on hold and you can talk to the other handset in private. Press and hold  to establish the conference call again.

Any handset hangs up during a conference call will leave the other handset still connecting with the external call.

DEFAULT SETTING

Default settings are as follow:

- Handset ringer melody: 1
- Handset ringer volume: Level 3
- Base ringer melody: 1
- Base ringer volume: Level 3
- Recall duration: Duration 1
- Dial mode: Tone Only
- Receiver volume: Medium
- Key lock: Off
- Message waiting indication: Off

Default settings for the Digital Answering Machine are as follow:

- Answering Machine: On
- OGM: Pre-recorded
- ICM: Empty
- Base speaker volume: Level 3
- Call Screening: On
- Message Alert: Off
- Ring Delay: 2
- Security Code: 000

- Settings not listed here are not affected by resetting.

TROUBLESHOOTING

Are you having trouble with your phone? Here are some of the most common problems and solutions.

Problems	Solutions
The phone does not work at all	• Make sure that adapter and phone cord are connected properly. • Check that the batteries are fully charged and installed properly. • This phone does not work during power failure.
The phone does not ring	• Make sure the adapter and the phone cord are connected properly. • Move the handset closer to the base unit. • Make sure the handset (or base) ringer is turned on.
There is no dial tone	• Check that the phone cord is connected properly. • Check the handset is fully charged. • Move the handset closer to the base unit.
CID does not work properly	• Check with your local phone company that the CID service is subscribed to. • Let the phone ring at least once before answering.
The CIDCW call cannot be answered	• Check with your local phone company and select the correct recall duration
The empty battery icon appears soon after the batteries are charged	• Replace the batteries with new ones.
The answering machine does not record calls.	• Make sure the answering machine is connected to the power adapter, and the power adapter is plugged into mains supply which is switched on. • Check to see if the answering machine is full. If so, delete some or all messages.
Unable to record a memo.	• Check to see if there is already a memo. If so, delete the old one. • Check to see if the answering machine is full. If so, delete some or all messages.

Unable to perform remote operation.	• Make sure you entered the correct security code. • Use a touch-tone phone.
The 7-segment LCD blinks FU.	• Memory is full. Delete some old messages to make room for new ones.

NOTES FOR OPERATION IN NEW ZEALAND

The grant of a Telepermit for any item of terminal equipment indicates only that Telecom has accepted that the item complies with the minimum conditions for connection to its network. It indicates no endorsement of the product by Telecom, nor does it provide any sort of warranty. Above all, it provides no assurance that any item will work correctly in all respects with another item of Telepermitted equipment of a different make or model, nor does it imply that any product is compatible with all of Telecom's network services. This device may be subject to ringing or bell tinkle when certain other devices are connected to the same line. If this occurs, the problem should not be referred to the Telecom Faults service.

This equipment shall not be set to make automatic calls to the Telecom "111" Emergency Service. This equipment may not provide for the effective hand-over of a call to another device connected to the same line.

REN (RN for New Zealand)

The REN (Ringer Equivalence Number) or (RN) is of significance only if you wish to connect more than 1 telephone to your telephone line. A standard telephone line has a maximum REN capacity of 3 (RN of 5). It is possible to connect 3(5) devices with a REN of 1 (RN of 1) with no degradation to the product's performance. Exceeding this limit may cause the volume of the ringer in any phone to decrease or not ring at all.

Caller ID

Customers using non Telecom toll services should not use the dial back feature for local calls as this will incur a charge only the 7 digit number should be dialled. Some of the CID services listed may not be available in New Zealand.

This telephone is not designed for making emergency telephone calls when the power fails. Make alternative arrangements for access to emergency services.

WARRANTY INFORMATION

This product is covered by a 12 month warranty against defective workmanship or parts. The warranty does not extend to damage caused by misuse, negligence, excessive voltage, faults on the telephone line or lightning. This guarantee in no way affects your statutory rights. Full details of the warranty are contained in the enclosed warranty card.

If you feel this product is not working correctly please consult the user guide and ensure that you are using the product in accordance with the instructions. Remove all extra telephone equipment and connect only this telephone directly to the telephone socket.

If the fault is still present, connect another telephone (if available) to the telephone socket. The results will show you whether the fault lies with this unit or with the telephone line.

If the product is working correctly the fault is on the telephone line. Please contact your network operator for assistance.

To order spare parts additional handsets, replacement batteries and in case of any technical issues you may have with product please consult our website for further information or send us an email for a prompt response to your enquiry.

In the unlikely event of a fault developing, please contact us for assistance. If the product is then found to be faulty you will be asked to return it directly to us with a copy of the purchase receipt.

CONFORMANCE TO REGULATION

This product complies with the essential requirements for Radio and Telecommunications Terminal Equipment.

For enquiries, contact ...

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